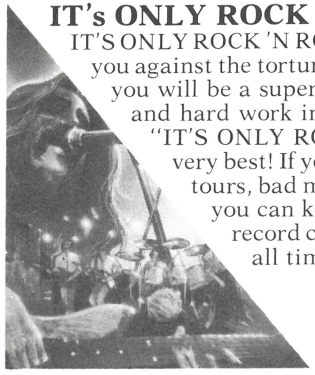
K-tel Software T.M.

1984
CATALOG

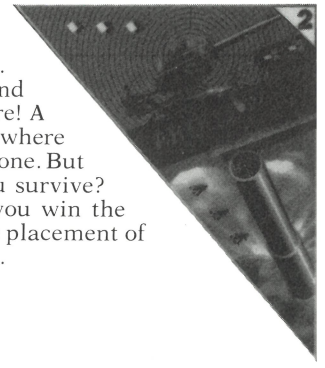
IT's ONLY ROCK 'N ROLL™



IT'S ONLY ROCK 'N ROLL pits the adventurer, gambler and fighter in you against the torturous path of the world of Rock 'N Roll. Whether you will be a superstar or a has-been depends on your skill, luck and hard work in climbing the winding road towards fame in "IT'S ONLY ROCK 'N ROLL!" Fast paced excitement at it's very best! If you're really good — if you can avoid exhausting tours, bad managers, lousy material and too much fun — if you can keep your money, stay happy and interpret the record charts and newspaper headlines — you'll be the all time reigning KING OF ROCK AND ROLL!

Available in Commodore 64.

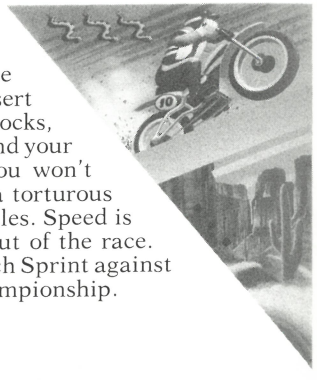
ARTILLERY DUEL™



You're the officer in command of a mighty military battle. Your heavy artillery is in place. You sight the enemy. Set your trajectory and firepower, compensating for the wind. And fire! A near miss? Remember your wind speed and where the shot landed, so you can correct for the next one. But your opponent gets off a round first. Did you survive? Will your next shot be on the mark? If so, you win the battle, but not the war. The landscape and the placement of your gun changes, and the battle begins again.

Available in Commodore 64

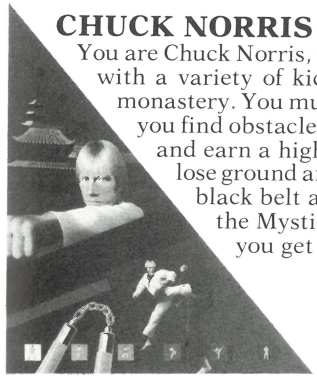
MOTOCROSS RACER™



Bone-jarring off-road motorcycle racing in three events. You first must qualify in the Desert Scramble where you race across the desert avoiding the prickly cactus, desert creatures, rocks, etc. in a race of speed and time. Hit an object and your dirt bike slows down. Hit too many and you won't qualify for the next race. The Hill Climb is a torturous race up a switchback mountain full of obstacles. Speed is important but control is vital or you'll be out of the race. Qualify with a fast time and you're in the Beach Sprint against other qualifiers in an all-out dash for the championship.

Available in Atari, VIC 20 and Commodore 64.

CHUCK NORRIS — SUPERKICKS™



You are Chuck Norris, the world's greatest living karate expert armed with a variety of kicks and punches, and in search of an ancient monastery. You must choose which path to follow. At each branch, you find obstacles and warriors you must conquer. Win the fight and earn a higher degree belt, plus bonus time. Lose and you lose ground and time because you've been stunned. Become a black belt and you enter the monastery only to encounter the Mystical Ninja, masters of camouflage. How far can you get on the path to ultimate victory?

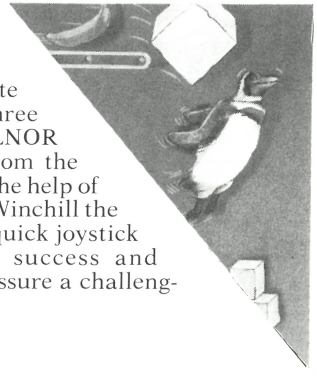
Available in VIC 20, Commodore 64.

PLANTIN' PAL™

PLANTIN' PAL is a modern gardening tool that lets you be a better garden planner with the help of your home computer. Good planning is the first step to a happy harvest. With PLANTIN' PAL you can be more creative with your garden layout and design — even allowing you to design around irregular shapes, trees, perennials, etc. You can choose from 40 different vegetables for fresh-from-the-garden use or for preserving. You will find factual tips for each vegetable you choose on watering, fertilizing, and beating insects and plant diseases. And PLANTIN' PAL even customizes your garden for the part of the country where YOU live.

Available in Commodore 64, Apple II, IBM PC & JR.

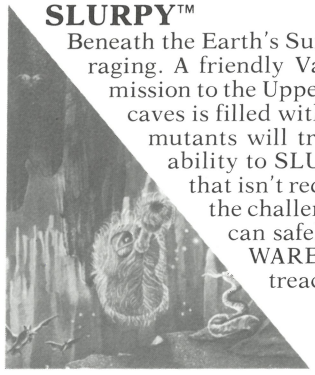
ICE PALACE™



You control PELNOR the Penguin as he works his way through the Ice Palace Automated Ice Block Factory in order to get a date with his true love PENELOPE. Through three tough screens on each level of difficulty, PELNOR must avoid crashing blocks of ice that fall from the conveyor belt, defeat Fred's Fire Demons with the help of ice robots, and dodge the snowballs thrown by Winchill the Snowman. Lots of danger in each screen, but quick joystick skills will eventually bring PELNOR to success and PENELOPE. Successively harder skill levels assure a challenging game for the most skilled game players.

Available in VIC 20, Commodore 64.

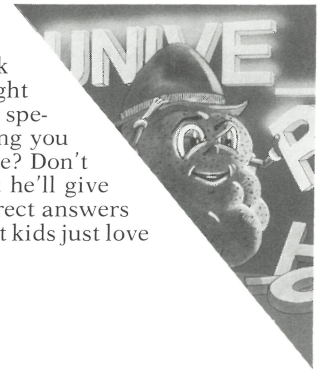
SLURPY™



Beneath the Earth's Surface a great struggle between good and evil is raging. A friendly Vacumus named SLURPY has been sent on a mission to the Upper Kingdom but his path through the numerous caves is filled with danger. The Cave Phantom and his demonic mutants will try to stop SLURPY whose only defense is his ability to SLURP up through his snout just about anything that isn't red and poisonous. Through each successive cave the challenges get tougher and only your quick reactions can safely guide SLURPY to the end of the caves. BEWARE...the Cave Phantom and his followers are treacherous enemies!

Available in Commodore 64.

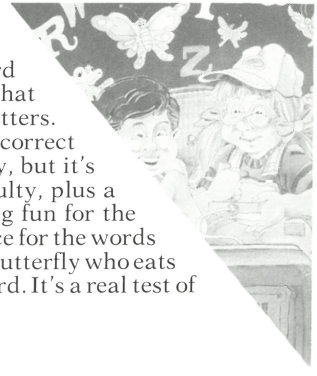
RED RAZZBERRY



Presenting RED the talking Razzberry, a funny teacher who'll flip for joy when you pick the right missing letter in a word or pick the right missing word in a sentence. And without any special speech modules, RED helps you by talking you through to the correct answer. Make a mistake? Don't worry! Red always has the right answer. But he'll give you the razzberries when he drops your incorrect answers right off the blackboard! A fun teaching aid that kids just love to play.

Available in Commodore 64.

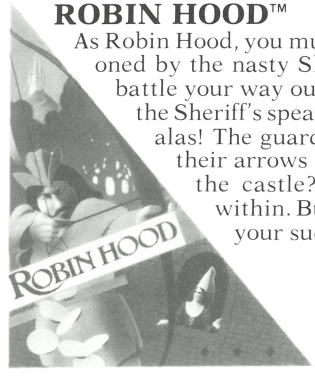
WORD FEUD™



Single players, two, or a whole group in teams will love to play this great new word game. You have to find the proper words that appear "hidden" in the field of mixed up letters. With your joystick move the box to cover the correct word and press the fire button — sounds easy, but it's not! Several variations and degrees of difficulty, plus a whole library of words makes for challenging fun for the whole family. Two players simultaneously race for the words or a single player can play against the frog or butterfly who eats up the letters while you are looking for the word. It's a real test of your gaming skills — but with a twist!

Available in Commodore 64.

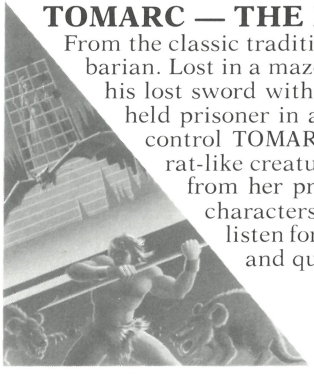
ROBIN HOOD™



As Robin Hood, you must try to rescue beautiful Maid Marion, imprisoned by the nasty Sheriff of Nottingham in his castle tower. First battle your way out of Sherwood Forest, which is swarming with the Sheriff's spear-hurling henchmen. Now for Maid Marion. But alas! The guards see you approach the castle. Can you dodge their arrows long enough to down the gatekeeper and enter the castle? Careful. More murderous minions abound within. But bonus points for rescuing the maiden reward your success. Ready for the next level?

Available in ATARI, VIC 20, Commodore 64.

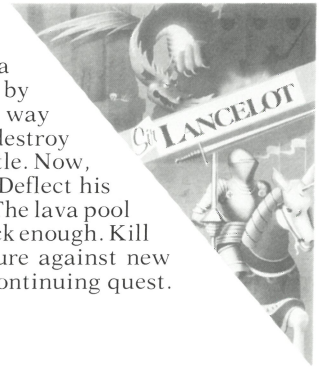
TOMARC — THE BARBARIAN™



From the classic tradition of fantasy heroes comes TOMARC the Barbarian. Lost in a maze of underground caves TOMARC searches for his lost sword with which he can save the lovely SENTA. She is held prisoner in a magical cage in ruins above the caves. You control TOMARC as he searches caverns and avoids deadly rat-like creatures and SENTA as she fights off vampire bats from her prison. Multiscreen action as you control both characters in each scene at the same time! You must listen for the danger sounds from the nonvisible screen and quickly rush to the rescue.

Available in Commodore 64.

SIR LANCELOT™



Your are Sir Lancelot. Astride your winged horse Pegasus, you set out on a quest to save a poor maiden held prisoner in a castle guarded by a monstrous fire-breathing dragon. Along the way you encounter evil flying creatures. You must destroy them with your lance in order to reach the castle. Now, at the castle entrance, beware of the dragon. Deflect his bolts of fire with your shield. But don't delay. The lava pool is rising and will swallow you if you're not quick enough. Kill the dragon, and get ready for a new adventure against new creatures with even greater powers on your continuing quest.

Available in VIC 20, Commodore 64.

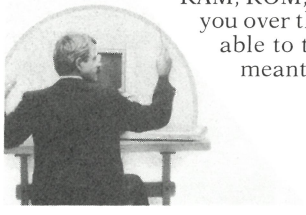
THE BASIC COACH™

THE BASIC COACH takes the difficulty out of learning the BASIC programming language. Nine audio/visual lessons start the user with the concepts of computer programming and guide him right through loops and branches, system commands, dim statements and arrays. Colorful and interesting screen graphics show how programs work and how to make them work for the user. THE BASIC COACH combines the best of books, audio tapes and on-screen tutorials to make learning BASIC painless, fast, and fun.

Available in Commodore 64, IBM PC & JR.

THE COMPUTER COACH™

THE COMPUTER COACH is the best companion program for the new home computer owner. A combination audio/visual message that explains all the buzz words which the manuals use to confuse everyone, the various parts of the computer system, and most importantly, how they work together. Clear illustration of RAM, ROM, mass storage, peripherals, and the like will take you over the most difficult hurdles so that you will soon be able to truly utilize your new computer, the way it was meant to be used.



Available in Atari, VIC 20 and Commodore 64.

THE KEYBOARD COACH™

THE KEYBOARD COACH is an audio/visual/interactive trainer in three parts. Part one is passive A/V learning. All the keys and their special functions are explained in high impact screen graphics, synchronized with an easy to understand audio cassette tape. Part two prompts the user through all the information learned in the first part. In just fifteen minutes, you are creating graphics, colors and inserting and deleting text. Part three is a touch typing game called ALPHASPEED, designed to help beginners get started and experienced typists brush up.

Available in Atari, VIC 20 and Commodore 64.

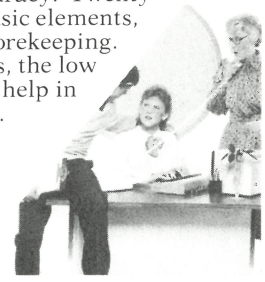
THE SPEEDREADING COACH™

THE SPEEDREADING COACH may be one of the best reasons yet to buy a home computer. This COACH uses the latest accepted methods of speedreading training to increase peripheral vision, concentration, speed and comprehension. THE SPEEDREADING COACH is easy to use, with "windowed" menus, high impact color graphics, timed reading, flash practice, over thrity-five specially selected readings, and automatic scorekeeping. This COACH, judged superior to programs costing over a hundred dollars, is the best software value you are going to find anywhere!

Available in Commodore 64, Apple II, IBM PC & JR.

THE TYPING COACH™

THE TYPING COACH is a full blown, touch typing tutorial that teaches the proper use of the home keys and finger position as a strong foundation for increasing speed and accuracy. Twenty-eight individual lessons bring typing down to its basic elements, and allow for timed practice and automatic scorekeeping. With the continuing popularity of typing programs, the low priced TYPING COACH is sure to be a tremendous help in allowing you to get the most out of your computer.



Available in Commodore 64, Apple II, IBM PC & JR.

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